SEGA™

SEGA SPORTS™

FORMULA ONE
WORLD CHAMPIONSHIP
Beyond the Limit™

SEGA CD™

FORMULA 1 WORLD CHAMPIONSHIP

Rated by V.R.C. ™
GA
Appropriate for all audiences.
General Audiences

OFFICIAL SEGA SEAL OF QUALITY

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

Starting Up: How to Use Your Sega CD

1. Set up your Sega CD system by following the instructions in your *Sega CD User's Guide*. Plug in Control Pad 1.

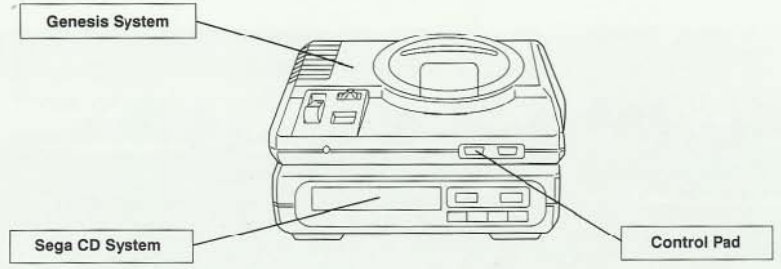
2. Turn the system on. The Sega CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.

3. Press Button C on the Genesis Control Pad, and the on–screen Control Panel will appear. Use the D-Button to select **EJECT** and press Button C to open the CD tray.

4. Place the *Formula One, World Championship, Beyond the Limit* disc in the CD tray and press Button C. The CD Tray will close, and the words **CD-ROM** will appear on the Control Panel.

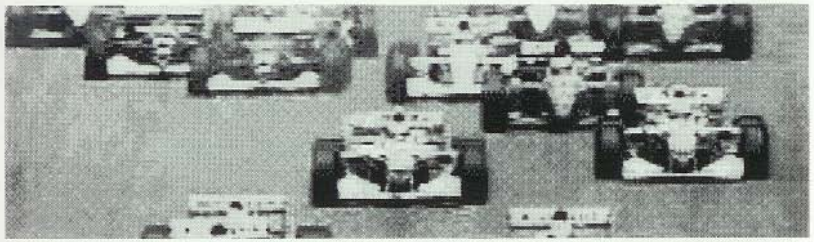
5. Use the D-Button to move the cursor onto **CD-ROM** and press Button C. The opening screens of the game will appear.

6. If you wish to stop a game in progress or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



For Game Play Assistance, call 1-415-591-PLAY.

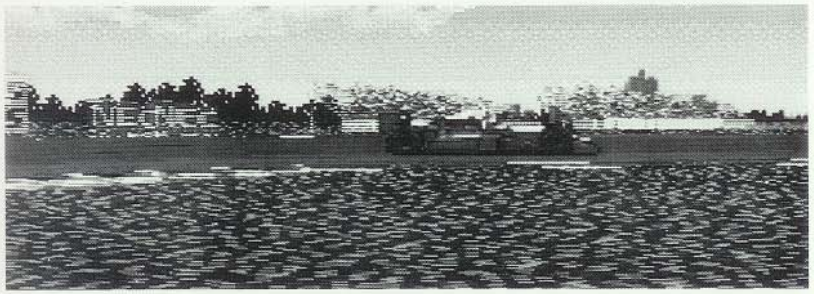
Racing for Real



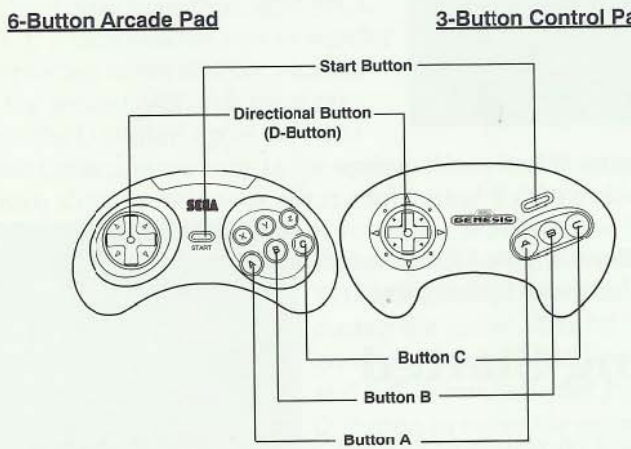
Formula One World Championship, Beyond the Limit represents a departure from conventional racing games. It preserves the feeling of the racetrack—through lightning-fast screen action that actually makes you feel that it's you in that driver's seat. In addition, you can control the features of your car to such depth that you have to battle with the technical complexities of the sport.

To heighten the racing realism, you can follow the 1993 Grand Prix schedule exactly. Alternatively, select a race from the series and rise to the challenge that faced a particular driver during one section of that race. If you're not ready for that yet, warm up with a few free practice laps on the track of your choice.

Strap yourself in. It's time to venture beyond the limit.



Take Control!



Start Button

- Press to start *Formula One World Championship, Beyond the Limit*
- Press to pause games and access Time/Map menu; press again to restart paused games
- Press to advance through advice screens

D-Button

- Press left and right to steer the car
- Press to move the cursor in selection screens
- Press left or right while holding down Button A and Button B to turn on the spot
- Press up and down to shift gears (manual transmission)

Button A

- Press to brake
- Press to enter selections in menus
- Hold down together with Button B and use the D-Button to turn when stationary

Button B

- Press to accelerate
- Hold down together with Button A and use the D-Button to turn when stationary
- Press to exit video scenes

Button C

- Press to enter selections in menus
- Press together with B button for a turbo speed boost while passing

Note: Buttons X, Y and Z on the 6-Button Arcade Pad have no functions in this game.

Getting Started

After you turn on your Sega CD, the Sega logo appears, followed by legal notices. Press Button A, B or C or Start to speed through these screens. Next you'll see some Formula One video racing action. Press Start or Button B to advance to the *Formula One World Championship, Beyond the Limit* Title screen. Press Start again to advance to the Mode Select screen. If you don't press Start, you'll return to the beginning of the legal notices.

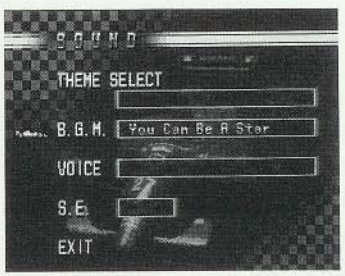
Mode Select

Here you can choose to get straight on with the game, take a look at some record lap times or make some changes to the game conditions. Press the D-Button up or down to move the highlighter and then press Button A or C to enter your choice.

GAME START begins the action right away.

RECORD HOLDERS allows you to check out record lap times. Press the D-Button left or right to scan the different tracks. Each one lists the top five track times and names. When you are finished, press Button B to return to the Mode Select menu.

OPTIONS comprises **SOUND,** which gives you a chance to preview soundtracks; **QUALIFY,** offering you the choice of whether or not to qualify better than 25th; and **MCL NO. 1,** which enables you to register your racing name and car number for the second McLaren team car. Press the D-Button up or down to move the racing car icon to the option, then press Button A or C.



If you select **SOUND,** the Sound screen appears. You have the choice of **THEME SELECT** (various songs used during the game), **B.G.M.** (background music), **VOICE** (commentary) and **S.E.** (sound effects). Press the D-Button to move the racing car icon to the sound option of your choice then press Button A or C to listen in and Button B to stop. Move the icon to **EXIT** and press Button A or C to leave the Sound screen.

Two qualifying sessions precede each race in Grand Prix mode (see page 9). You have the choice of whether or not to qualify. Select **QUALIFY,** press the D-Button left or right to toggle between **YES** (can fail) and **NO.**

After choosing **MCL NO 1,** you see the Car's Number Entry screen. Press the D-Button left or right to select a car number from 0 to 31, and press Button A or C to enter. This accesses the Name Entry screen. Use the D-Button to select letters and press Button A or C to enter selections. Button B erases the preceding letter. When you have entered your name, move the highlighter to **END** and press Button A or C to return to the Options screen.

When you are finished with the Options screen, move the racing car icon to **EXIT** and press Button A, B or C or Start.

Game Select

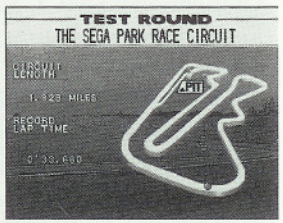
After you select **GAME START** in the Mode Select screen, the Game Select screen appears. Here you can decide to race a full-fledged **GRAND PRIX SEASON**, select a highlight from the 1993 series in **1993 MODE**, or warm up on the track of your choice in **FREE RUN**. Press button B to return to the Mode Select Screen.

Grand Prix

Opt for Grand Prix mode, and you can either start a new game or continue a game in progress. If you choose CONTINUE , the Data Select screen appears. This enables you to rejoin a Grand Prix at the start of the round you were playing. (See page 16 for more details on loading and saving games.)

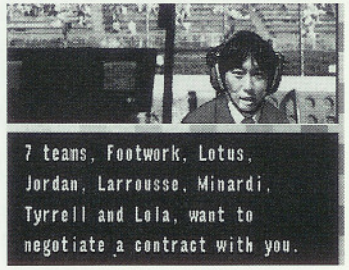
If you choose to start a new game, the Name Entry screen appears. Enter your name as in the Options screen (see page 7). The name you register here is the name that you will be remembered by in the Record Holders screen.

This is followed by the Grand Prix screen. Press any button to continue.

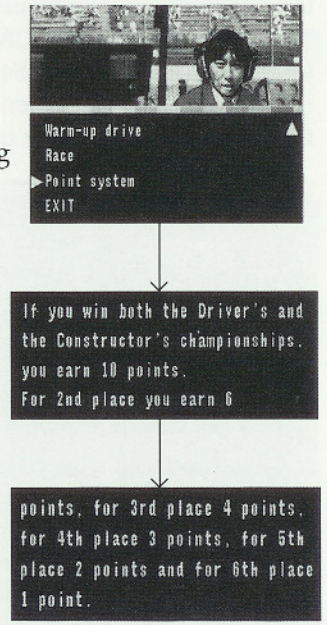


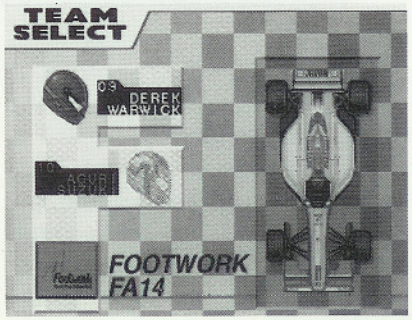
Before you participate in the Grand Prix, you have to join a team. Your debut is on the Sega Park Race Circuit. This is your chance to showcase your skills—under the scrutiny of the whole racing world. Your performance determines your choice of teams. First there is an introductory presentation. Press any button to advance through these screens. This is followed by an outline of the Sega Park Race Circuit—the scene of your debut—with such useful track data as circuit length, record lap time, and the location of the pit and other landmarks. Press Button B or Start to move to the starting line. Wait for the green light, and you're off!

After you pass the checkered flag, you are told your time and which teams this was good enough to attract. If you are not satisfied with the teams available, you can run the qualifying session again. If you decided to opt for a rerun, you are back at the start of the qualifying session.



If you chose to go with one of the teams available, you have the option of listening to an explanation of the game. This includes a wide array of data on various game-specific and general racing matters—vital if you are just starting out. Press the D-Button up or down to scroll through the topics. When a topic that interests you is highlighted, press any button to read the explanation. When you are through, highlight EXIT and press any button again.





Next you see the Team Select screen. Each team is comprised of two drivers. Press the D-Button left or right to scroll through the teams. Press up or down to highlight the driver you wish to compete as. When the driver of your choice is selected, press any button to continue.

Sit back and find out more about your team. You see profiles of your team members and data about the car you will be driving. This is followed by some words of advice. Press any button to advance through these screens.

Before you race, you are shown an introduction to the race ahead. In addition to the information you saw before the Sega Park Race Circuit, you are told the date of the race.

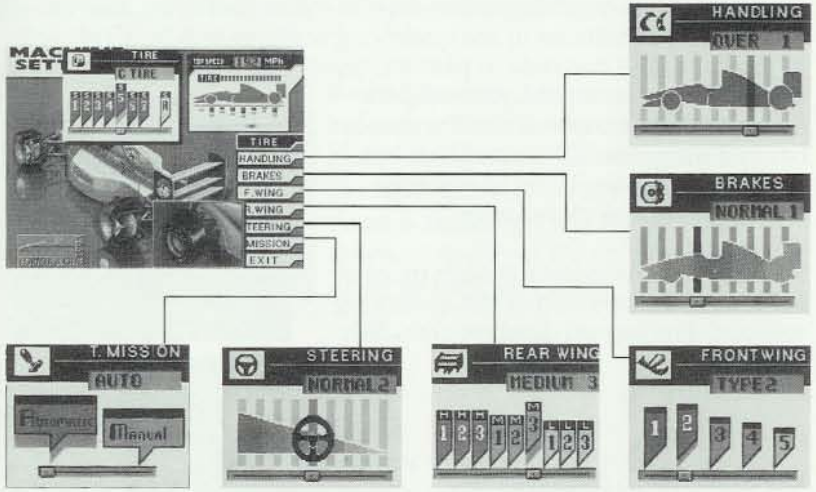
Grand Prix preliminaries run over two days. This gives you two chances to clock up a good qualifying time.

Day 1: Run a few practice laps to get used to the track in a FREE PRACTICE, or adjust the SETTINGs of your car in the Machine Setting screen (see page 11). When you're ready, move down to the track for your QUALIFYING session.

Day 2: If you are satisfied with your results, go ahead and RACE. If not, you can repeat yesterday's itinerary.

Finals—the real thing. However, you still have a chance to run a few WARM UP laps and to make some last-minute adjustments to your SETTINGs.

Machine Setting allows you to tailor your car. The range of adjustments offers the challenges of Formula One precision tuning that drivers must face. Highlight the factor you want to adjust and press Button A or C. This accesses a range of settings. Press the D-Button left or right to adjust the setting, then press Button A or C to return to the Machine Setting main menu. When you are through, highlight EXIT and press Button A or C. For more information on the functions of different parts of the car, check out the advice screens (see page 9).



After you select QUALIFY, you see the Pit screen. Here you can check out the times of other drivers and course conditions. Press the D-Button up or down to move the hand to the button of your choice.

1. **Ranking** shows current lap times of other drivers in order of speed.
2. **Fastest Speed** lists the top ten performances on the course.
3. **Map** shows a course diagram, indicating other cars on the track.
4. **Course Conditions** span temperature, air pressure and wind direction.

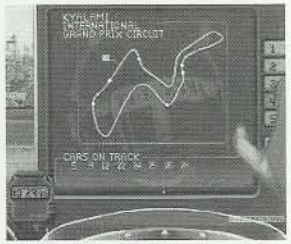
Qualifying

Times are measured during the two qualifying sessions in order to determine the starting grid in the race. Both Qualifying Sessions are 20 minutes. Attempt to obtain your best lap time during the two qualifying sessions. Your best lap time during the sessions will determine your position on the starting grid for the race. Pit-in and pit-out laps are not measured.

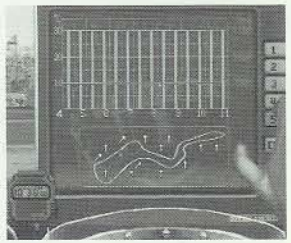
Before the qualifying sessions, the pit screen will always be displayed. Data regarding other drivers in the qualifying sessions and various conditions in the qualifying sessions will be displayed in real time. Use this data to plan strategies for attack and timing. Each screen is accessed by moving the driver's finger up and down the number bar and using the "C" button to select. All screens are displayed in real time with your time clock running.

The first screen displays the lap times of 1st-15th place cars during the qualifying sessions. The second displays 16th-26th place.

The third screen displays the top speeds of 1st-10th place cars during the qualifying sessions.



The fourth screen displays all of the car numbers on the track and their current position on the track during the qualifying session.

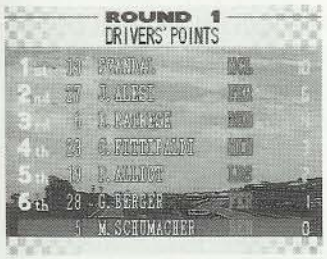


The fifth screen displays important data for racing, such as temperature, atmospheric pressure and wind direction.

The action is preceded by the Starting Grid, showing you the positions of the racers at the starting line. Press any button to hurry through this screen.

When you finish a race, first you'll see a Presentation Ceremony for the winner. Press Button A or C to move on to the results screens.

Round Results lists drivers in finishing order. Their teams are also given, along with times or finishing status (such as "Retired"). Your driver's name is flashing. Press the D-Button down to speed up the scrolling, and up to go back up the list.



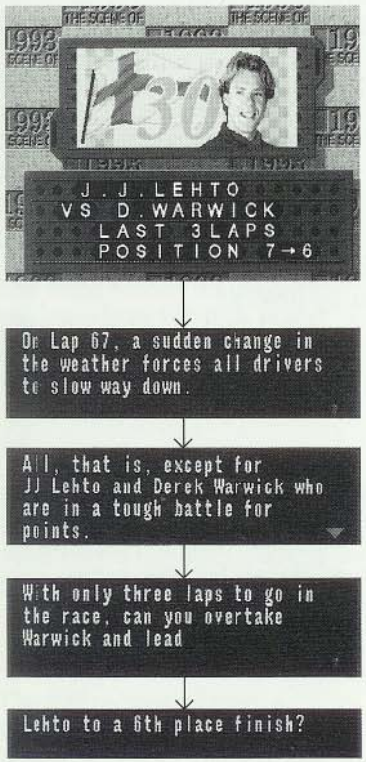
Drivers' Points shows points accumulated so far by driver.

Constructors' Points lists the same information by team.

After you have finished with the results, you can press NEXT ROUND, to continue with the Grand Prix. If you are through with your current session, select SAVE to go to the Data Save screen, so that later you can carry on with your game from that point.

1993 Mode

This mode follows the same pattern as Grand Prix mode through Name Entry. This is followed by the Round Select screen. This allows you to choose in which of 1993's Grand Prix races you wish to participate. Press the D-Button left or right to select the country by flag, then Button A or C to enter your decision. Press button B to return to the Game Select Screen.



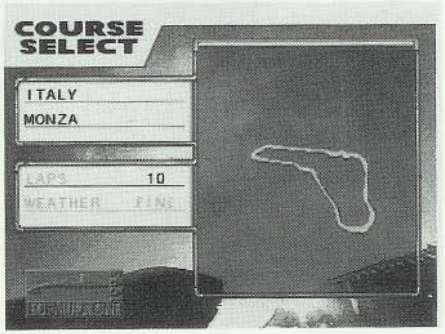
You are shown a summary of the section of the race that you will act out. You are assigned a driver's role, an opponent and a challenge. For example, in the screen shown you are J. J. Lehto. During the last three laps of this race, he passed D. Warwick to advance from seventh position to sixth position. Your task is to equal his performance.

Press Button A or C to see some pre-race advice and an explanation of what is expected of you. Press Button A or C to move down to the track. In 1993 Mode, the first few seconds are Computer controlled to give you a smooth start, as you are usually joining the action in mid-race.

After the assigned section is completed, you are reminded of a fundamental principal of racing: either YOU WIN or YOU LOSE. The message you get depends on whether or not you achieved your target.

Press Button A or C and you are asked whether you want to try again. Select YES or NO and press Button A or C. If you decided to give it another crack, you are placed back at the start of your race section. If you know when you're beaten, you return to the Round Select screen.

Free Run



Free Run gives you the opportunity to get used to the track of your choice without the disturbance of competition. If you select this mode, you are shown the Course Select screen. Press the D-Button left or right to scan the Grand Prix tracks. When you find the one you want, press Button A or C. LAPS begins to flash. Choose the number of laps you wish to run, between one and ten, and press Button A or C again. Press the D-Button down and you can select your weather conditions. Press Button B to return to the previous screen. When you are through, press Button A or C.

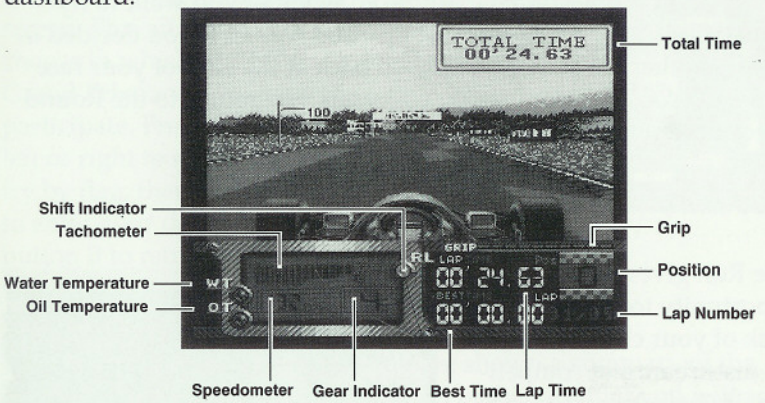
Team Select functions as in Grand Prix mode, with a full portfolio of teams and drivers available. This is followed by Machine Setting, which is also the same as in Grand Prix mode.

Then it's just you, your car and the track.

After you've finished your prescribed laps, you see the Name Entry screen. Enter your name, and it's back to Course Select.

On the Screen

Good racers have to be able to keep their eyes on their surroundings, while always being aware of what's happening on their dashboard.



Water Temperature lights up if the engine overheats. This can happen if you drive on the dirt or grass too much.

Oil Temperature rises and this light comes on if you overuse the turbo speed boost.

Tachometer measures engine revolutions per minute.

Speedometer tells you how fast you are going.

Gear Indicator shows which gear you are currently in.

Shift Indicator lights up in manual mode when it's time to change gear.

Lap Time measures your time so far for the current lap.

Best Time records your best lap time during the current session.

Position indicates your standing in the race for the current lap.

Lap Number shows you the number of the current lap (left) and total number of laps in the race (right).

Grip shows you the amount of grip left on your tires.

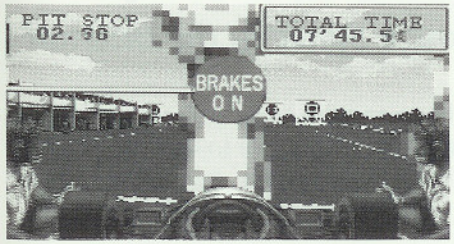
In addition, there are a number of screen messages that serve as prompts to remind you to do something or as guides to keep you aware of your current position in the race.

For example, Katayama is 47.06 seconds ahead of you, while Alesi is on your tail.

Time/Map Menu

If, during a race, you press Start and pause a game, you see the Time/Map menu. MAP allows you to substitute some screen indicators for a course map; and TIME reverts to a full set of screen indicators. Press the D-Button up or down to make your choice. When you continue the game, the screen will be changed accordingly. Highlight RETIRE and press Start and you can skip to the end of your current race.

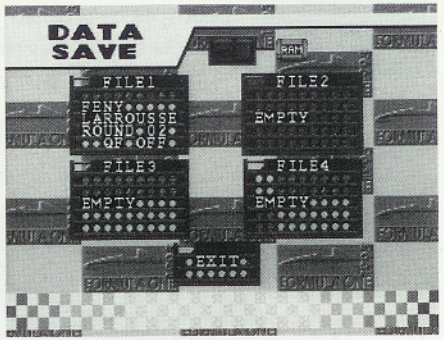
In the Pit



Strategic use of pit stops is vital for good racing. You may be unwilling to lose the time at first, but experience shows that it will soon be made up if you make the right decisions. You can make a pit stop to change your tires at any time, but there are also times when messages from your crew advise you to do so.

Before you race, you are shown the location of the pit. Steer your car into the pit and adjustments are made automatically. If you are making a voluntary stop, you will be asked to select the type of tire you want.

Saving and Loading Games



You can save your game directly into the internal back-up RAM or a CD Backup RAM Cart (sold separately). There are four save data for each mode, and the file name in the back-up RAM is created as "FORMULA-ONE". If you choose SAVE between races in the "GRAND PRIX" and "1993 MODE," the above screen is displayed. By pressing up on the Direction Button, you can select the type of back up desired. Continue the saving process with the following steps. (23 empty blocks are necessary to save data from "BEYOND THE LIMIT").

To Save an Internal Back-Up RAM

After making sure there is a red cursor on the internal back-up RAM mark, move the blue cursor with the Direction Button to select one of the four files, and press Button A or C.

If the Internal Back-Up RAM has Not Been Formatted

A message will appear on the screen; format the back-up RAM in question according to the instructions and then start the game.

When there is not Enough Space in the Internal Back-Up RAM

If the back-up RAM does not have enough space you will be asked if you wish to start the game without being able to save. If "YES" is selected, the game will start. If "NO" is selected, ensure that you have enough space according to the instructions and then start the game.

To Save to a CD Back-Up RAM Cart

Move the blue cursor with the Direction Button to select the CD Backup RAM Cart mark and press Button A or C. There will be a red cursor on the mark. After making sure the red cursor is on the mark, move the blue cursor with the Direction Button to select one of the four files, and press Button A or C.

Note: saved data from this game will be erased if eliminated in "OPTION" of the SEGA-CD Control Screen.

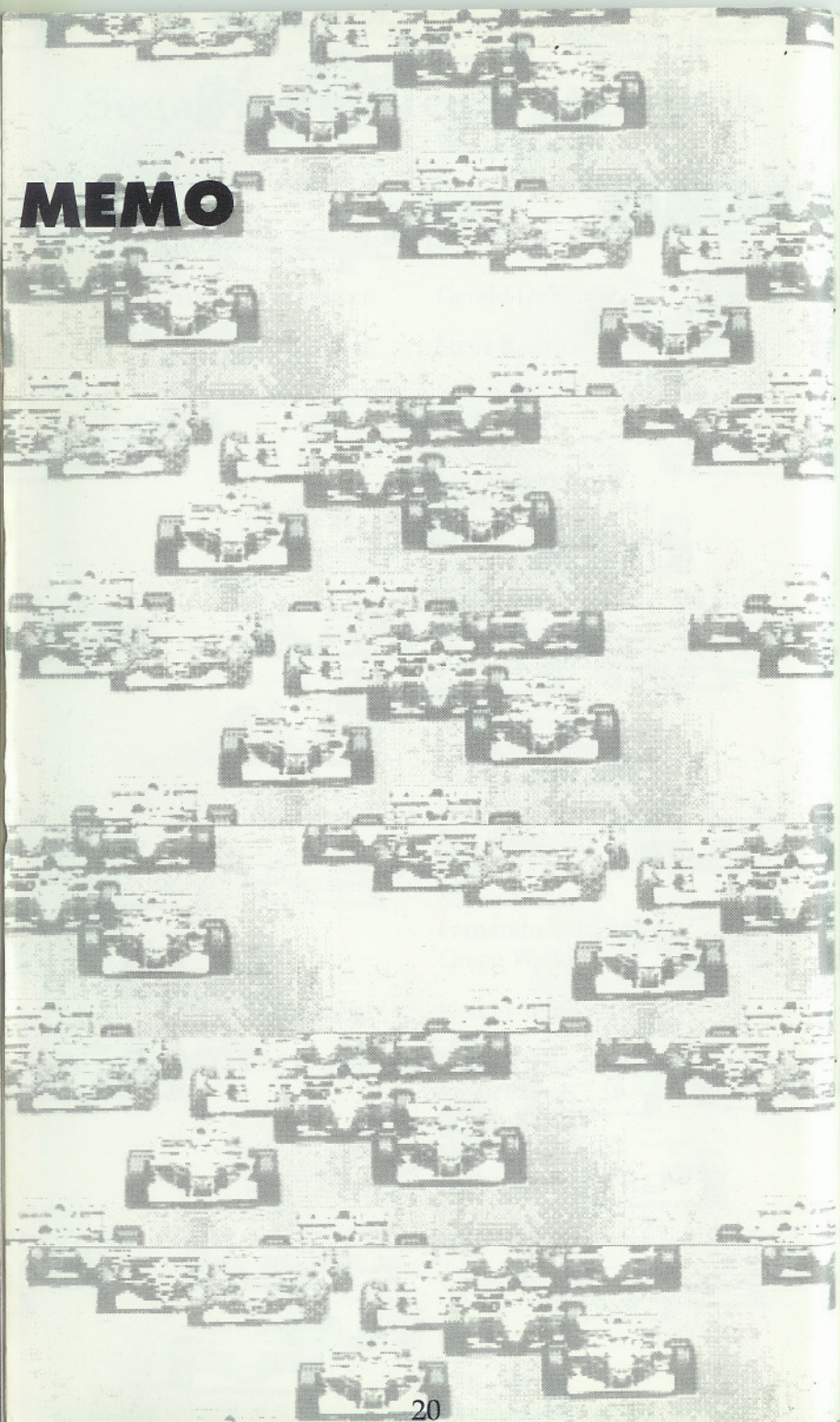
Loading Game Data

When there is game data saved, "CONTINUE" is displayed when selecting game mode. Select "CONTINUE" and confirm the selection with Button A or C. Load Screen will be displayed where you can select the desired data with the Direction Button and confirm the selection with Button A or C. You will be able to continue the game from the point where it was saved.

Sega Racing Team Members

Producer:	Michael Meischeid
Product Manager:	Tim Dunley
Assistant Producer:	Gerald DeYoung
Lead Tester:	Steve Bourdet
Assistant Lead:	Sam Saliba
Testers:	Rey Alferez John Amirkhan Blair Bullock Mike Callahan Cary Camacho Janine Cook Marc Dawson Alex Fairchild Dave Forester Tracy Johnson Jeff Kessler Mark Paniagua Bill Person Tim Spengler Ben Szymkowiak Maria Tuzzo Fernando Valderrama Gregg Watkins
Product Specialist:	Nemer Velasquez
Special Thanks:	Wayne Townsend Steve Payne Eric Smith Lorene Goble James Spahn

MEMO



LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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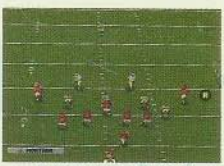

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